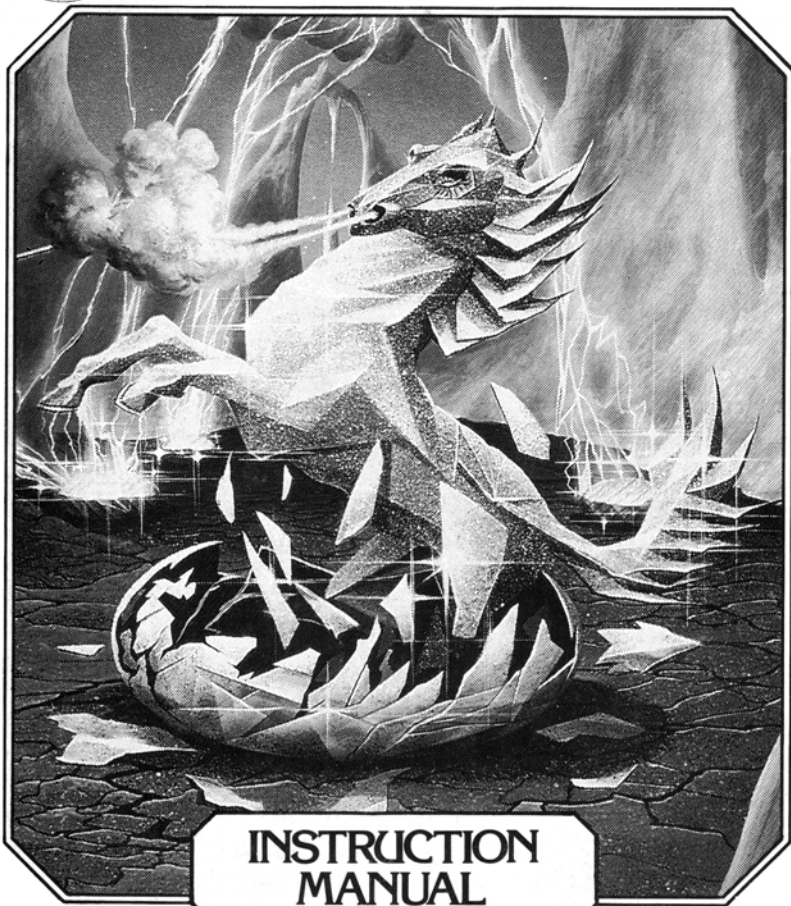


KNIGHTS OF THE CRYSTALLION



INSTRUCTION
MANUAL

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THE BONES OF ORODRID

A Brief History

A long, long time ago, a tremendous beast plied the warm seas of our young planet. Shaped like a sea serpent, but built to mammoth proportions, it could engulf a whole whale in its maw. Its appetite too, was formidable. To survive, it had to eat constantly.

It was, in fact, the act of eating that caused its demise. While chasing a whale up a narrow river, it became caught in a canyon. The whale swam easily away, but the sea beast could not escape. It simply starved to death.

Eons passed. Wind, rain and the elements had their way with the canyon. The massive carcass, pock marked with holes from various scavenging creatures slowly decomposed. Its blood congealed, dried and turned to dust; skin and inner tissues decayed but the bones remained. The tremendous frame, that had evolved to support the largest mass that had ever lived, refused to succumb to time. Long after the rocks that had caused its destruction had turned to dust, the beast remained.

Its skeleton was found by a wandering tribe, lying in what as then called the river Odruiilen. It took several days before they realised what they had discovered. Their shock over the sight of this prehistoric gargantuan was only matched by their awe. To the tribe it was almost incomprehensible, a creature that if alive would be in the same proportion to them as a man is to a flea and would probably have treated them with the same degree of reverence. The eye socket alone was larger than any animal they had ever seen. Its skull was like a mountain, and the ribs rose like towers from the riverplain.

*The longer they stayed there, the closer they seemed to become to the skeleton. Strange stories of mystical creatures appearing to people exploring the rib cage reinforced the rumour of a strange energy enveloping the area. They built camps around the base of it, hoping to draw the power from its obvious strength. They named the beast Orodrid.....
They called themselves the Orodrim.*

As the years went by the need for more permanent shelter became evident. It was decided to carve into the bones of the ribcage. Over the course of several generations, an entire city was hollowed out of the skeleton.

The city became a great fortress, and the Orodrim began to extend their trading links with other lands. The wealth and power of the bone-city culture became a matter of far-flung legend.

The Orodrim

As the Orodrim grew in their new home, their religion of 'Orodrism' grew with them. Legends, Myths, brave endeavours and noble deeds as well as droughts, plagues, disasters, betrayals and wars were chronicled over the generations.

The skull or 'TSIMIT' was set aside for the priestly class, the Keepers of the Tsimit. The top of the Tsimit became the city's cathedral and auditorium, the bottom was transformed into a four veiled maze of secrets. When a young Orodrim reached maturity, he (or she) had the right to lead the family and learn some of those secrets.

One of the best kept secrets was that the brain cells of the Orodrim did not decay, they fossilized. These fossils had become pulsing crystals, almost alive. When placed together, they would 'beat' almost as the heart does, emitting dangerous beams of light. The Keepers would harness these crystal beams to do their bidding.

Some of the crystals harboured an even greater potential for life, and these the Keepers hid deep within the Tsimit. The spirit of these crystals could be summoned by one with great mental power. The wind of this spirit could be caught, and given form.

This is how the Crystallion was made.

The Crystallion was a crystal horse, a creature of uncommon beauty, strength and intelligence. It was not a beast of burden, but a companion, a life-mate. Riding a Crystallion was a high honour that signified great wisdom and leadership. Only those that met their destined Crystallion would sit at the Council of Orodrim. Only a Knight of the Crystallion could help lead the city.

To summon the Crystallion you had to form a bond with it, even before it was born. You had to give yourself over to it. This required great courage, wisdom and purity of soul. It was not something to be attempted lightly. If done incorrectly, the hatching might produce shattered glass, nothing more. The crystal eggs were a limited resource, left by a great beast that had long since passed away; the loss of a single crystal egg is felt by the entire community.

This is why the crystal eggs were so well-hidden by the Keepers, under the Fourth Veil of the Tsimit. You had to demonstrate your worth, by vaulting the riddles and hurdles put in your way, before you could attempt to hatch your Crystallion.

STARTING THE GAME

WARNING To prevent your game disks becoming infected with a 'virus', please switch off your computer for 30 seconds and perform a cold start procedure.

Loading

At the Workbench prompt insert game disk 1 into drive 0. If you have two disk drives insert disk 2 in drive 1. If you only have one drive, you will be prompted from time to time to swap disks during the game.

Upon loading, an introductory sequence will begin. To bypass this sequence press ESC.

THE ORODRID CITY

When the introduction is over, you will see the city of Orodrid, overlaid with a set of rotating bone-frames. This is the main menu from where you can select an activity in which to take part. To select, position the 'eye' icon using the mouse over the appropriate bone frame and click the left mouse button.

The activities represented by the bone frames are documented in the following pages. You don't have to understand everything all at once to get started, just scan the documentation for an activity that looks interesting, read that section, and give it a try. To succeed, you will have to eventually learn how to do most of these activities well, but you can learn them in any order.

Status Page

While on the main menu, you can check your current status by pressing the SPACE BAR. Pressing the SPACE BAR again returns you to the main menu.

THE TSIMIT

Upon selecting the Tsimit icon on the main menu, you are transported to the start of the veil. Before entering you will be met by a keeper who will give you a Crystallion suit to wear. These suits are fashioned from crystal chips that once lined the inner walls of previously hatched Crystallion eggs, hence its name.

The suits have special qualities, namely the ability to protect your spirit if you are close to death, the eerie blue light it gives off illuminating your way and also a powerful plasma weapon allowing you to defend yourself against the creatures of the Tsimit.

The Crystallion suit however, is not self supporting. When you are given the suit, it contains only three charges. To increase the number of charges it holds, simply collect as many crystals as you can and take them out of the Tsimit to the 'Proda'. Once out of the Tsimit the crystals become a part of your hord. If you are still in the Tsimit and you come close to death, the keepers re-distribute your crystals throughout the veil and you have to collect them again.

Moving and Firing

To move through the Tsimit, point the mouse to where you want to go, and press the **right** mouse button. An "inner eye" will land on the path you indicated, and you will begin walking towards that point. You do not have to worry about picking the route, or falling off the right path. If you can't get to the path you indicated, the "inner eye" will disappear, and you will hear a complaining tone.

As you progress through the Tsimit, you may come to a slide. When you reach the slide, you will automatically be sucked down to the end, during which the "inner eye" will disappear. Slides are always clear of creatures.

To fire your plasma weapon, position the "inner eye" icon over the area you wish the plasma ball to explode and press the **left** mouse button.

Any creature within the immediate vicinity of an exploding plasma ball will be destroyed.

The plasma balls light up dark passages as they fly. If you press and release the **left** mouse button, the plasma balls will fly slowly, so that you can see the paths they illuminate. If you hold the button down, however, the balls will fly quickly to their target.

You cannot fire plasma balls while sliding down a slide.

Pausing the Game

When you're in the Tsimit, pressing the SPACE BAR will pause the game. You will then see a status screen presenting some of your vital statistics. To return to the game, press the SPACE BAR again.

Leaving the Tsimit

To carry crystals out of the Tsimit, you may either walk out (by walking to the left edge of the first room, you entered on the First Veil), or finish the Veil you're on. If you pass through a Veil, you can then choose to return to the surface, or continue deeper into the Tsimit.

When you finish a Veil, you will be met by a keeper who will test your wisdom by quizzing you from the Tocanon (the book of Orodrimian poems included in this pack). You will then have to demonstrate your proficiency at playing 'Bosu', an ancient game of skill and strategy. (See page 7).

If you fail at either of these tasks, you will be sent back to the Haresh for study. If you fail at Bosu, you may keep the crystals in your canister. Failing the riddle will forfeit, those crystals. There is another way to leave the Tsimit: Feet first! Don't worry too much, the keepers will warn you when you are getting near to death.

The Connection

As you travel through the veils of the Tsimit, if you have attained a psychic connection with your Crystallion (using the Deketa cards), its spirit will guide you. However, the deeper you journey, the more difficult it becomes to maintain the connection. The Crystallion may become confused if the connection becomes too weak and direct you to the wrong way and in some cases the connection may fade altogether

DEKETA

Deketa was the card game the Orodrim used to sharpen their telepathic senses. Using meditation, concentration, and memory exercises, Deketa gradually honed their ability to "see beyond". For those searching for their unborn Crystallion, Deketa fused the first link between them and their destined companion. At advanced levels, Deketa could even give them power over the material plane.

It is a progressive process; the first time the game is played, only small improvements are made in your telepathic abilities, but those powers grow with every hand played.

Click the left mouse button over the Deketa game frame on the city screen to practice your telepathy. You will then find yourself sitting at a desk, where the deck will deal itself out in front of you.

Obviously, this is no ordinary deck of cards. The ever-shifting colours on their backs provide an ideal focus for meditation. To the novice, the patterns seem random, meaningless; but the experienced player discovers the truth in their depths.

Click the left mouse button over a card to turn it over. It will have a number on its face, from 1 to 8. There is another card on the table with a matching number - can you find it? Click on another card to see. You can only have two cards face-up at one time.

When you find the matching card, the pair will move off to the side of the table. With each minor victory comes relaxation and vision. Your telepathy will come in bursts of increasing duration, but you will have to learn to concentrate quickly while you are in this relaxed state.

The cards sense your awareness, and they will sometimes shuffle themselves in excitement. Don't despair: they will always shuffle themselves in set patterns. Experienced players learn to keep track of their movements.

Every match of the cards brings greater vision, but there is a price to pay, too. Flipping the cards is a psychic effort that will leave you feeling drained. If you don't concentrate, you may find yourself weaker than when you started.

Your level of telepathic ability depends upon the number of turns it takes to complete a hand. Fewer turns mean a stronger link with your Crystallion. At the strongest level of telepathic power, you will have the ability to teleport out of a Veil in times of danger.

When you have attained this level, you will be informed by the keepers of your achievement.

Quitting and Restarting

If you want to leave the Deketa game, click the left mouse button over the gold bar at the top of the desk. There is no penalty for leaving before you've finished a hand.

When the hand is complete click the left mouse button over the deck of cards to deal them again.

BOSU

The word 'BOSU' roughly translated means "making the most of small resources". It was a concept dear to the Orodrim, and the game of Bosu was a favourite tool to practice this philosophy.

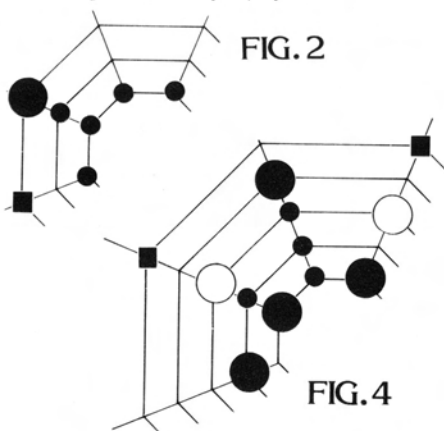
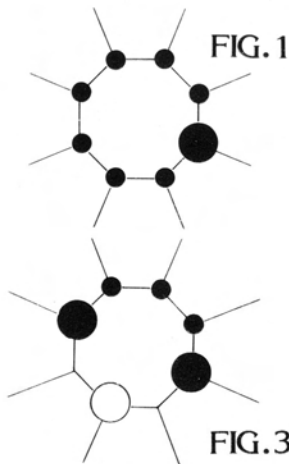
In Bosu, each player has six stones to place on a board which has carved into it five rings split by eight rays. On half of the intersections, between ring and ray, are positioned boxes for you to place your stones.

The object of the game is to 'encapsulate' as many intersections as possible using your stones. The easiest way to learn the game is to play it, but here are some guide lines to follow:-

If you place a stone, for example, on the inner ring and your opponent does not, you will score all of the intersections on that ring (see Fig.1). Consequently all of the smaller scoring stones will score if favourably linked with any other of your stones or any other scoring stones (see Fig. 2).

There are, however, a number of ways an opponent can be blocked. The placement of an opposing stone on a circle will render any score on that circle void unless another matching stone is placed on that circle (see Fig. 3). If a link is made along the a ray, the scoring stones along it will nullify any circles they intersect, unless they in turn link with a favourable stone (see Fig.4).

The computer will only score the game when all 12 stones have been placed, so you will have to keep a mental note of where your scoring stones lie as you play.



The Bosu Scoring Tutor

*To learn how scoring is performed in Bosu, drop a few stones onto the board and click the **left** mouse button with the 'inner eye' icon over the panel marked TUTOR. The Tutor will then show you how the pieces interact, it will score the game slowly giving you time to grasp the reasoning.*

Once the scoring is complete you may study the result as long as you like. To continue the game simply move the 'inner eye' over the board.

When the game is over the score areas will display "TU" signifying you had a Tutoring break during the game.

Scoring Speed

*When the game is over, once all of the stones have been placed, you have the option to alter the speed the computer scores. Click the **left** mouse button when the icon is over the box which reads either 'slow' or 'fast'. If you are learning BOSU, the 'slow' setting will help you get used to the scoring procedure by highlighting only the stones that actually score.*

Muting the Background Music

Click on the box that contains the musical note to turn the background music ON/OFF.

Bosu Exams

Once you have started your journey through the Tsimit, your skill at Bosu will be tested. Upon completion of a Veil, a keeper will challenge you to a game. The deeper you go, the tougher the challenge, the levels in order of difficulty are: Copper, Nickel, Silver and Gold. On the first three levels you will be allowed three attempts while on the final level you will be allowed five. A drawn game forfeits an attempt.

While you are being tested, you may not change opponents, or request special tutoring.

THE PRODA

The 'Proda' was the room in which brave adventurers used their hordes of crystals to charge their Crystallion suits.

To install your Crystallion suit with extra charges, you must have an appropriate number of crystals in your possession that have been collected from the Tsimit.

*When you enter the Proda, you will see a crystal in the upper right hand corner of the screen. Click the **left** mouse button over the crystal to pick it up, then move it to the Proda floor. Another crystal will appear in the dispenser (as long as you have another crystal).*

*Click the **left** mouse button again to set the crystal down onto the Proda floor. You cannot put the crystal back in the dispenser.*

When the crystals are put together, they will beat in rhythm. The more crystals that are linked together, the slower they will beat. At the peak of their beat cycle, they generate a power pulse. The more crystals there are, the more powerful the pulse.

Therefore :

- 1) Small formations generate power quickly, but the power they generate is low.
- 2) Large formations generate greater power, but they deliver it at a much slower rate.

This power is discharged through the endpoints of the crystal formation i.e. any crystal that has only one connection. In this way, the bolt of power can be aimed.

*The **left** mouse button is always used to pick up single crystals. The **right** mouse button is used to pick up and reposition crystals that are linked together.*

*Using the **left** button on a crystal within a group will disconnect that crystal.*

A formation can have more than one endpoint; in this case, the power generated is evenly distributed to each end point giving you a choice :

- 1) Formations with single endpoint will deliver their power in single bolt.
- 2) Formations with multiple endpoints will deliver their power in multiple bolts, but each bolt will have a shorter duration.

If you connect too many crystals together, they will begin to beat in an over-stimulated state, releasing prodigious amounts of energy. Due to its unstable state, the formation will remain this way for a short time, eventually ejecting enough crystals to return to stability.

An ejected crystal will follow the same rules as a power bolt, that is depending on the shape and position of the formation the ejecting crystals can be aimed. To this end, it is possible to position two formations in such a way as to shoot one crystal back and forth maintaining both in an over stimulated yet stable state.

To get the power into your Crystallion Suit, you must aim the power bolts so that they hit the 'prods' rotating in the centre of the floor. They will store up a certain amount of power, then beam it to a collector in the ceiling. The collector then transmits the power to your suit.

On the collector (top centre of the screen), you will see a number that indicates the charge in your suit. Whenever the collector panel fills up with partial charges, the number is incremented.

You have a limited amount of time to do all of this, of course, indicated by a shrinking time line at the top of the screen. When the line disappears, you will leave the Proda with the suit charge last indicated. If you think you can do better, you can always return to the Proda. There is no penalty for re-entering as often as you like, but the suit will be discharged to zero each time you begin a session.

You can store no more than 90 charges in the suit at any one time.

Cripids

There are creatures in the Proda too, living on the ceiling. These creatures, attracted by the energy discharges, will attempt to eat your crystals. To ward off the cripids, lick the left mouse button over them or pick up the crystal they want to eat.

The Cripids become very excited when large numbers of crystals are on the Proda Floor. For that reason, the Keepers will not let you place more than 32 crystals on the floor at one time, even if you have more crystals than that. (If you have more than 32 crystals, the next crystal will appear in the dispenser when a Cripid removes one from the floor).

Prod Patterns

At regular intervals the prods will change the pattern they follow on the Proda floor. The pattern change is signalled by a prominent drum beat; when you hear it, you should move your crystal formations out of the way.

The pattern they are currently running is displayed at the top of the screen, to the left of the crystal dispenser

Practising

If you don't have enough crystals, the Keepers will loan you a few so that you can practice using the Proda. The charge you generate during this practice session however, will not go into your suit. If you enter the Proda before you've obtained your Crystallion Suit from the Tsimit, the Keepers will assume that you want a practice session. Note: when practising the prods will remain in the same pattern and the cripids will ignore you.

Leaving the Proda

To Quit the Proda early, click the left mouse button over the box in the upper left hand corner of the screen, labelled "QUIT".

THE TOCANON

The Tocanon was a book of meditative verse collected by the Keepers of the Tsimit, a summation of the year's most popular songs, poems and chants. Its origin was more popular than religious in nature; verse and song being enjoyed by many an Orodrim. It was used primarily as an inducement to meditation, an inspiration for their own thoughts. Meditation was highly valued by the Orodrim, especially when they ran into a seemingly insurmountable problem. It allowed them to relax and clear their minds.

As an instrument of their culture, the Keepers will, of course, expect you to be familiar with the Tocanon. To that end they will occasionally ask you a riddle from its contents. To pass on to the next Veil, you must correctly select the answer from a swinging pendulum.

Strike the SPACE BAR when the pendulum points to the correct answer. The pendulum actually points to four answers, as it swings, so be careful with your timing.

THE HARESH

Orodrim economy was cellular in nature. Each rib of the skeleton-city was controlled by a "Haresh", a collection of skilled trades that depended upon each other. In common usage, the word "Haresh" would refer to the rib itself, or the tradesmen who controlled it.

There was a very low level of commerce between Hareshes. Mostly, the families within each Haresh traded with each other for their basic necessities, only going outside of the Haresh for exotic, hard-to-produce items.

This arrangement evolved out of a particularly nasty episode in Orodrim history. Around the year 772 the Orodrim were almost wiped out by a virulent plague. A desperate group of healthy families barred off access to one of the ribs, to live in complete isolation until the plague had passed. Since they were ill-prepared for their ordeal, they did not fare any better than the general population; most of them died of starvation, rather than disease. The seeds of social change had been planted however and the next time the plagues came, around the year 779, several ribs were ready for it. Indeed, the largest Haresh claimed to descend from the very first successful one. (Most of the Orodrim, however, considered them to be braggarts and liars on this point).

Ironically, the cellular structure of their economy is now no longer strictly necessary, since the invention of adequate sewage disposal and fresh water supplies. When this is mentioned, most of the Orodrim shrug and laconically point out that there isn't a lot of room for extra commerce in the spinal passages, anyway. Others quote a popular saying, "Qey mobas sconim scor," which translations literally to "Don't irrigate a lake."

Trading Families

Your Haresh is composed of seven trading families. These families are similar to guilds, but their membership runs so strongly along kinship lines that it's more accurate to call them families.

Each family works in three of the seven trades listed below

Meat and Dairy Products
Fruit and Vegetables
Wine and Bread
Textiles and Leather Tanning

Pottery and Baskets
Tools and Jewellry
Books and Songs

Your family, the Adreni, are primarily concerned with making wine and bread, this is your main source of income. You also work the skills of Pottery and Baskets as a secondary trade, and dabble in Tools and Jewellery. Each family sub-divides their efforts in this fashion providing a certain robustness and flexibility to the Hareish economy.

The primary producer of a commodity provides the highest quality product, so commands the greater price in the marketplace.

Mudders and Pruscans

Your family shares a common market with the other members of the Hareish. Not only do you provide products for your fellow members, but you also sell to the people that live outside the city, known collectively as "Mudders."

The Mudder markets are developed at great expense by a partnership between a Hareish and a trader caravan. The caravans are operated by people known as the 'Pruscans.' Once a partnership has successfully opened up a trade link with a village of Mudders, that market essentially "belongs" to that partnership. Other Hareishes will honour the exclusivity of these contracts.

Take care though, not all Mudders are friendly so opening up trade links is a risky venture.

Your Hareish commonly deals with four Pruscan caravans:

- 1 The Etrienne Caravan
- 2 The Perin Caravan
- 3 The Roibet Caravan
- 4 The Hensisin Caravan

The Etrienne Caravan is generally considered to be the most skilled at opening up new markets.

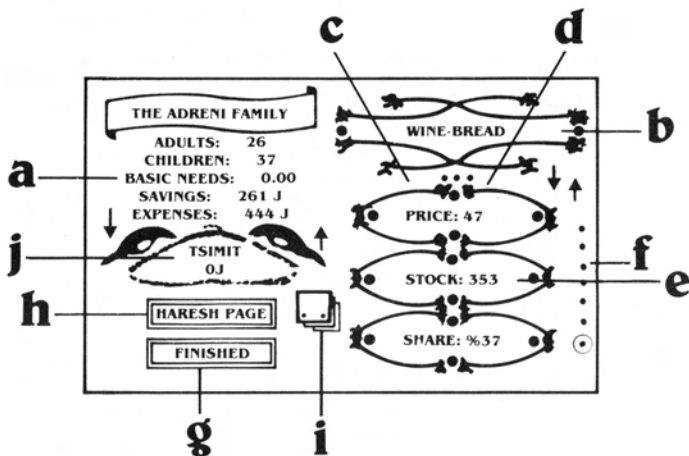
The Monetary System

Orodrim currency was made up of the diba (usually symbolised by a lower case 'd'), and the Jordiba, (usually symbolised by an upper case 'J'). 1 Jordiba, was equal to 100 dibas. They were represented physically by splinters of over-stressed crystals released by the Keepers of the Tsimit. They squirm in your hand when you hold them, but they grow still when they lay in your pocket.

Your Family Budget

Press the **left** mouse button over the Haresh frame on the Orodrid City Screen. This will take you to your family's budget pages.

The first page you will come to is the Family Budget Page. Here you will see, going clockwise from the upper left hand corner :



These items are described in detail as follows ;

a) Your family statistics ;

Adults and Children The difference between the two categories is that Adults produce products and consume them, Children only consume them.

Basic Needs

This shows how well your family's basic needs are being met. The value reflects the commodities purchased for your family last season. Any value below 1.00 signifies that all of their needs have been met ; lower values signify greater satisfaction with their quality of life. The closer to 0 you come, the more luxurious your family's life.

Each of the products you buy for your family have a quality associated with it. If you buy your fruit from the Haresk's primary fruit producer for example, it will result in greater satisfaction than if you buy from the secondary fruit producer. (Even if you buy all of the lowest quality products, you will still achieve a basic needs rating of less than 1.00. Nobody will starve with bruised apples!).

The closer your basic needs edge to 0, the happier and more productive your family becomes. The birth rate will go up, and you will produce more products to sell each season. Your expenses, of course, will also go up as you buy better products. It will be up to you to decide how many luxuries you can afford.

When your basic needs go above 1.00, your family will start to suffer. People will start to leave the family (or, in the extreme, die). Birth rates will drop and you won't be able to produce as many products to sell.

How can your basic needs go above 1.00? Becoming too poor to buy even the lowest quality products. All of the families producing a particular product could go out of business. When a family goes out of business, you could forget to switch to a supplier that is still trading.

Although all of the basic needs are considered essential, trades at the top of the list have a higher priority than trades at the bottom. (Books are important, but vegetables are more important). If you do not have enough cash, to satisfy all of your needs, you should buy the most important products first.

Savings

This shows your current cash reserve, in Jordibas. This reserve is used to buy the raw materials necessary to make your own products

If your cash reserve falls too low, you won't make as many products because you will not be able to buy as much raw material. This means that your sales, and income, will suffer as well. It's prudent to keep at least one seasons worth of expenses in reserve, if possible

If your savings get close to 65,500 Jordibas (a real feat), the Orodrid City Council will start spreading your good fortune far and wide. Smile, and remember ; there's nothing sure but death and taxes...

Expenses

This shows your projected expenses for the next season. This figure includes the cost of the supplies (basic necessities) to be bought for your family, plus the cost of

raw materials for your own products. It does not include any donations you may choose to make to the Tsimit.

b) Trade Selection Frame

This frame shows the name of the trade you are currently examining or manipulating. It will show:

WINE/BREAD
POTTERY/BASKETS
or
TOOLS/JEWELLRY

c) Trade Selection Knobs:

Click the **left** mouse button over one of these three knobs to change the trade you would like to examine.

d) Up and Down arrows:

Pressing the **left** mouse button over these changes your asking price for that commodity. This asking price will affect how many of your products will sell in the marketplace.

The marketplace is divided into different blocks of consumers. Some consumers value quality at almost any cost; others value price above all else, and many fall somewhere in between. Each type of consumer will decide from who to buy a product, so the idea is to sell a product whose quality and price will appeal to the broadest spectrum of consumers, while making a reasonable profit.

If you expand your market by investing in Pruscan contracts, the number of potential consumers will increase. This means that you will be able to charge higher prices, and still sell all you can produce.

When setting your prices, take note of your competitors' prices, and the quality of your product. To compete effectively in the Tools/Jewellery market for example, price is going to be your only weapon, but you will be able to take a much higher profit on your Wine and Bread.

To stop making a product, set the price to zero.

e) Data Frames

Working from top to bottom the first data frame shows your current asking price (in Jordibas), the second data frame shows how much reserve stock you have in that commodity. (Quantities of a commodity are given in generalised units that represent the amount used by one person per season).The third frame can be switched to display different statistics for that commodity. To choose what the third frame shows, click the left mouse button over the data selection knobs running down the right side of the screen.

The third frame can show:

- Your highest-quality competitor's price.
- Your lowest-quality competitor's price.
- Your cost for producing that commodity. (Your costs may be different from your competitors', who may choose different quality materials).
- How many you produced last season.
- How many you sold last season.
- Your share of the market for that product (in the form of a percentage).

NOTE:

If your family is using its own product (a common enough strategy to cut costs), those will be taken first. It will not appear in the "Sold" statistic, because you do not charge yourself for your own product.

f) The"Finished" Box:

When you are done, and wish to return to the Orodrid City Screen, click the left mouse button when the eye icon is over this box.

g) The"Haresh Page" Box:

When you want to go to the other budgetary page, the Haresh Page, click the left mouse button when the eye icon is over this box. The Haresh Page is where you select suppliers of your basic necessities.

h) The Calendar:

Time normally advances while you work in and around the city, spend your leisure time, explore the Tsimit, etc. It can be useful however, while learning to manage your family's affairs, to jump ahead to the next season to see the effect of your decisions. To do this, click the left mouse button when the eye icon is over the calendar.

j) The Tsimit Donation Box

The Tsimit provided many services to the city. It was the University, the Temple, the Hospital, the Mint and the Arbitrator. It facilitated cooperative ventures between Hareshes, and provided care for the poor and needy.

To support the Tsimit make a donation by pressing the left mouse button when the eye icon is over the up arrowhead to the right of the Tsimit skull display. If you change your mind, you can adjust the donation downward by selecting the down arrowhead to the left of the Tsimit display.

The donation will be made as soon as you select the "Finished" box, or as you advance the season. The donation number will then return to zero: That donation will be made once, not each season.

If your telepathic powers are developed enough (via the Deketa Cards), the Crystallion will help you decide how much support you should provide to satisfy the Keepers of the Tsimit. The accuracy of his hints will improve with the quality of your telepathic connection.

Here's a brief resumé of the method used by the Keepers to determine "acceptable" support: They consider how much you've donated over an amount of time and how far you've progressed through the Veils of the Tsimit. If you suddenly find your charitable requirements jump by a large amount, there are two possible reasons:

- 1) It's been a long time since you have donated anything.*
- 2) You progressed to a new Veil. In that case, the Keepers determine "acceptable" amounts retroactively.*

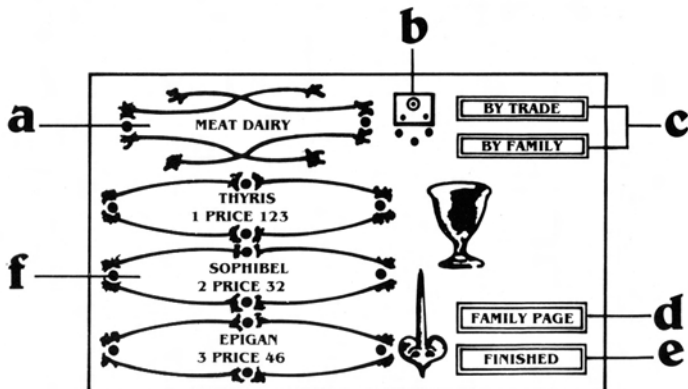
An example of the donation procedure is as follows:

Supposing you have been in Orodrid for five seasons, the acceptable donations per season was 10 Jordibas on the first Veil. You donated the minimum over five seasons equalling 50 Jordibas. However, progressing to the next Veil where the minimum donation was 15 Jordibas per season meant that the total donation for those Five seasons had risen to 75 Jordibas leaving you owing the Tsimit 25 Jordibas.

The Haresh Page

Press the left mouse button over the “Haresh Page” box on the Family Page . This is where you will select the suppliers for your own basic necessities.

On this page you will see, going clockwise from upper left hand corner:



These items are described in detail as follows:

a) The Category Frame:

There are two ways of looking at the Haresh marketplace. You can either see what three trades a family practices, or you can select a trade, and see what three families provide that commodity.

If you've selected to sort the market by Trade (see item C), then the frame will show you the name of the current trade that you're analyzing .

If you've selected to sort the market by Family, then the frame will show you the name of the current family you're investigating.

b) The 7 Selection knobs:

If you've selected to sort the market by Trade, clicking the left mouse button when the icon is over these knobs will show you a different trade.

If you've selected to sort the market by Family, clicking the left mouse button over one of these knobs will show you a different family.

c) The “By Trade” and “By Family” category boxes:

These two boxes select how you want to look at the marketplace. A white checkmark will appear next to the sorting category you are currently looking at.

When you select “By Trade”, you can view a particular trade, and see which families practice it.

When you select “By Family”, you can view a particular family, and see which three trades it practices.

d) The “Family Page” box:

Click the left mouse button over this box to get back to the Family Budget Page.

e) The “Finished” box:

You do not have to go back to the Family Budget Page to finish your planning session. Click the left mouse button over this box to return to the Orodrid City Screen.

f) Data Frames:

If you are currently looking at the marketplace “By Trade” each of these frames will contain: the name of a family that works in that trade, the relative quality of their product, and the price they are asking.

If you are currently looking at the marketplace “By Family”, each of these frames will contain: the name of a trade that family practices, the priority it places on that trade (Q1, Q2, or Q3), and the price it is asking.

Regardless of the way you are sorting the marketplace, you can choose to buy a commodity from a particular family by pressing the left mouse button over the corresponding data frame. An asterisk will appear in parenthesis next to the price, to indicate that you are planning to buy that family's product.

When the family in question is your own, your asking price is printed in a different colour.

When you choose to use your own family's products, you do not pay the asking price to yourself.

GIFT BIDS AND JES 'TALAA

What we (and our insurance companies) would call "An Act of God" was called Jes'Talaa by the Orodrim. Depending upon who spoke it, the term meant either "The Way the World Works", "Nature's Pranks", "An Obtuse Lesson From God", or "Just One of Those Things".

Though few people agreed on the translation, everybody agreed that such events were entirely too regular for anybody's liking.

To handle Jes 'Talaa, a Haresh would solicit gift-bids for the family that was affected.

The bidding process is a blind one: member families are not told how much the family needs to stay afloat, each is asked to bid what they can afford. It is understood that everybody has varying financial conditions, and there is no official coercion to give anything at all. The money is freely given, regardless of the outcome of the bid, and the benefiting family is not beholden to its donors in any way except one: if the bid raises the requested amount of money, the family is obligated to stay within the Haresh.

If the bids fail to reach the necessary amount, the family is free to seek help from, and join, another Haresh.

SAVING, LOADING AND STARTING NEW GAMES

To save, load, or start a new game, click the left mouse button over the Disk frame on the Orodrim City Screen. You will then be given a menu of disk functions.

To save a game, you must have already formatted a floppy disk (see your owner's manual if you're not sure how to do this). Insert your data disk in drive 0, and click the left mouse button over the menu option "Save This Game". You will then get an Intuition-style Requester Box asking for the name of the game. Click the left mouse button over the blank input box, and type in a name for your game. When you're done, you can either click on the "Cancel" or "OK" box. If you click on the "OK" box, the game will be saved to the disk.

To load a game, put your data disk in drive 0, and select the "Load An Old Game" option. Enter the name used when you saved the game, and click the left mouse button over the "OK" box.

Once you've loaded a game, click the left mouse button over the "Resume Playing" option to begin playing that game.

To start a new game, simply click the left mouse button over the "Start A New Game" option. You will then commence a completely new game.

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